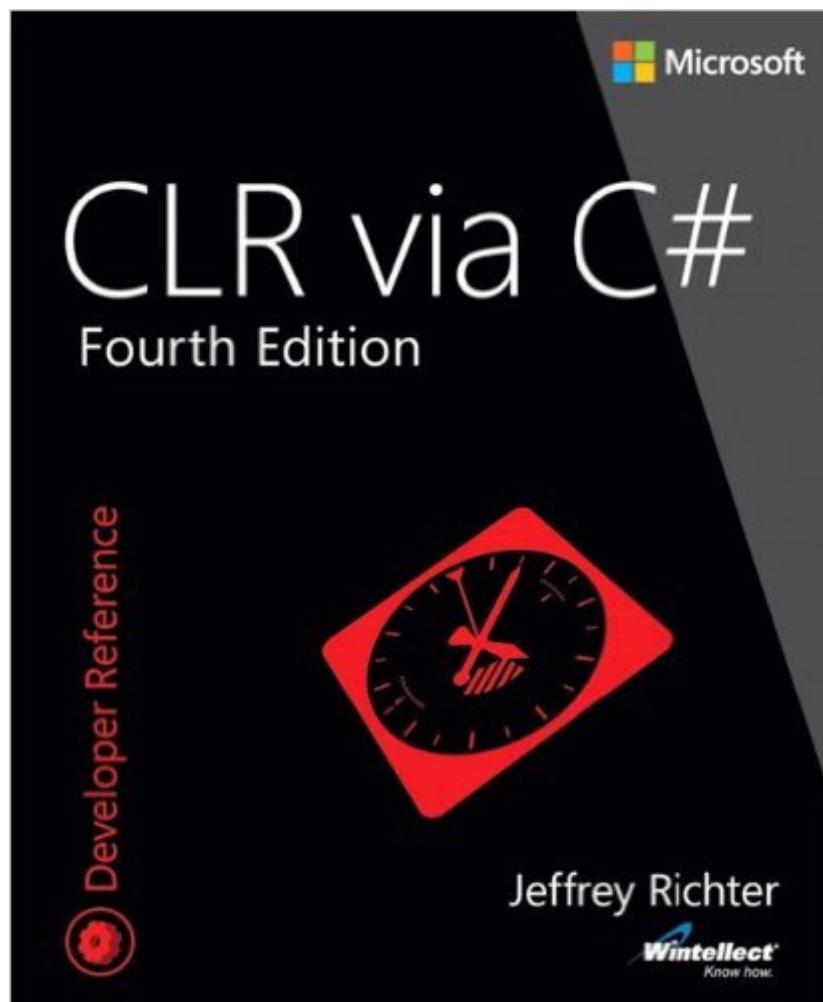


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CLR Via C# (4th Edition) (Developer Reference)



Synopsis

Dig deep and master the intricacies of the common language runtime, C#, and .NET development. Led by programming expert Jeffrey Richter, a longtime consultant to the Microsoft .NET team - you'll gain pragmatic insights for building robust, reliable, and responsive apps and components.

Fully updated for .NET Framework 4.5 and Visual Studio 2012 Delivers a thorough grounding in the .NET Framework architecture, runtime environment, and other key topics, including asynchronous programming and the new Windows Runtime Provides extensive code samples in Visual C# 2012 Features authoritative, pragmatic guidance on difficult development concepts such as generics and threading

Book Information

Series: Developer Reference

Paperback: 896 pages

Publisher: Microsoft Press; 4 edition (November 25, 2012)

Language: English

ISBN-10: 0735667454

ISBN-13: 978-0735667457

Product Dimensions: 7.4 x 1.9 x 8.9 inches

Shipping Weight: 2.4 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ See all reviewsÂ (70 customer reviews)

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Customer Reviews

I purchased the 2nd edition awhile back and considered this one of my favorite reference books on C#. The book dives deep into the C# language and exposes what's happening with the compiler, debunks myths, shows common mistakes and best practices, and generally just takes your C# knowledge to the next level. It's not a beginner book and it's not a book you read cover-to-cover in a single sitting. I use it for a reference book on my iPad when I get stuck or question my knowledge of a particular language feature or solution. If you have the 3rd edition and are wondering if it makes sense as an upgrade, the author (Jeffrey Richter) has posted the differences between the 3rd and 4th editions. Just do a search for him and the book in your favorite search engine and you are

bound to find the post.I haven't kept up with all the new C# reference books out there, but this is one I purchased early on and have always enjoyed the depth of the information.

Let me start by saying this: Every chapter is a 'world in itself'. That is the amount of detail you gain from each chapter. The chapter names might sound simple and naive, but the author takes you on a deep-dive on that topic. I started with the 3rd edition and finished with the 4th one and I regret not having read this book a little early in my career. IMHO if you have at least 3 yrs of experience in .net/C#, this book can bolster your understanding by leaps and bounds. Beginners (6 mos to 1 yr of exp) might not appreciate very much. Doubtless that I have read many tech-books being a software professional, but this one is the best one so far. The chapters 5 - Primitive, Reference and Value Types and 21 - The Managed Heap and Garbage Collection are my take-away's from this book. I haven't seen another book/article that explain the topics in these chapters as clearly as the author does.

If you have read one of older editions- you know that the book is really worth reading. Its not for beginners, but if you want to know depth of .net platform internals - this is the right book to look at. I've taken kindle edition if this nice writing to be in sync across devices, because sometimes reread some topics. And i'm really pleased that its in new kindle format and code formatting/information blocks are nicely formatted and readable on kindle screen(tried on keyboard), so hope we're finally facing the era of technical books to be readable on small kindle!CLR via C#

This is a review of the physical quality of the book, not the content of the book. I'm on the 4th copy of this book from and every single one has little to no top margin on the page. In some cases text is actually slightly cut off (see photo). Apparently is selling a bad print run where the pages were all cut wrong. The last two copies were supposed to be specifically inspected by staff so as to avoid this issue but they utterly failed to do so. This leads me to believe they are all this way. If you care about the quality of your books do yourself a favor and go brick and mortar on this one.

While I did notice when Microsoft introduced .NET and the CLR (Common Language Runtime), it wasn't until 2011 that I first used them, when I had the opportunity to learn C#. At the time, I needed a working knowledge of the language - enough to do some minor debugging - but I never really dived into the details. Over the last few months I've found myself getting more involved with updating C# and VB.NET code, leading to a desire to go more in-depth into C# and the framework.

Given the reviews, I've had my eye on CLR via C# for a while, so the new edition pushed it to the top of my reading list. In the past I haven't been very impressed with the level of editing at Microsoft Press (I absolutely detested their book on SQL Server 2008) but they've definitely improved lately; CLR via C# is a pleasure to read. As the title would imply, the book covers the various features of the Common Language Runtime using C# sample code (and mentioning other languages when the designers of C# chose not to implement something that the runtime supports). The author also throws in his own opinions on various design decisions, which I find interesting. I have two problems with most programming books. The first is that they tend to be boring to read. The second is that they tend to be written at one of two levels: either they assume you're an absolute beginner and work up from Hello World (here's what assignment is, here's what a loop is, here are the ways to write one) or they assume that you're already completely fluent in one language and just want a dictionary to convert that to another language. In the first case, anyone who isn't a beginner is bored out of his or her mind (bringing us back to point one); in the second case, the book is hard to use unless you're already familiar with the concepts and the language the author assumes you're coming from. For myself, I learned to program around 1988 and programmed on and off until 2004, when I became a math teacher; when I started writing code again, what I needed is something that would explain concepts I wasn't familiar with (partial classes, delegates, etc) without first requiring me to wade through the programming equivalent of "See spot run". CLR via C# is one of very few books I've seen that manages to strike that kind of balance. While it throws in a lot of the basics - value types vs reference types, for example - they're used in the context of explaining how something is implemented in the CLR, so it still keeps my interest. The text is nicely cross-referenced, which has the helpful side effect of reminding you (if you're reading the book straight through as I chose to do) whether or not it's referring to something you've already covered, as well as either reinforcing already-learned material or previewing more advanced structures. When I started the book I got bogged down a bit in the first section, which covers how the assemblies are put together, but I felt it really picked up from there. For me it clarified a few concepts that I've seen referenced but never formally learned. As a matter of personal preference I also liked that while the code was in the CLR language I use most, the book also mentioned areas where the differences between the languages affect code interacting between them. Overall, highly recommended. Disclosure: I received a free review copy of this book for Vulcan Ears Book Reviews (vulcanears.com), where this review first appeared.

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